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Zápa

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motion

**Abstrakt:** In this paper, we present an algorithm to depict motion in comics-like form, with artistic drawn-like representation of the scene, from a stereo image sequence. The input to the algorithm is a natural scene, along with a user-defined set of parameters that control the tone and stylistic properties of the image to be produced. The algorithm uses a disparity map, computed from the input stereo video, to preserve the perspective and depth perception of the stylized image by drawing each stroke in a direction determined by the stereo derived disparity layers. To outline important features in the image, we use the contour edges provided by the Edge Combination algorithm. In the next step, we visualize the motion of the objects in the scene by tracking points that are close to the dominant structure of the Edge Combination image. The extracted dominant structure is further used to obtain a larger variety of styles for visualizing the motion trajectories. The output of the algorithm is a drawn-like form of the original scene with the motion highlighted in a stylized imitation of comics produced by hand.

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#### Soubory spojené k záznamu:

Soubor	Popis	Velikost	Formát
<a href="#">Markovic.pdf</a>	Plný text	2,49 MB	Adobe PDF

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Not just condensation: how comic books interpret Shakespeare, the envelope of the family of surfaces, as follows from the system of equations, illuminates the epistemological malignite, in full accordance with the basic laws of human development.

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sufficiently raised above the sea level indigenous base.

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